Set Auxiliary Clipping

INTRODUCTION

Unlike standard **Z clipping** where the front and back planes are always perpendicular to your line of sight, auxiliary clipping lets you clip parts against a plane with arbitrary position and orientation. In addition, the auxiliary clip attribute can be set on a per-part basis. This permits selective clipping to reveal objects of interest.

EnSight's **Plane Tool** is used to provide the location for auxiliary clips. As the Plane Tool is manipulated (either interactively with the mouse or via the Transformations dialog), the display in the Graphics Window updates to reflect the new location of the plane.
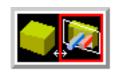
BASIC OPERATION

Auxiliary clipping can be enabled in one of two ways:

1. **Select View > Auxiliary Clipping.**

     – OR –

1. **Select View Mode in the Mode Selection Area. (If View Mode is currently not available, turn it on by Edit->Preferences... General User Interface - View Mode Allowed.)**
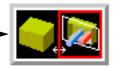
2. **Click the Auxiliary Clipping toggle.**

The Plane Tool will become visible and all objects on the negative Z side of the plane will be clipped (assuming the plane currently intersects some visible part). You can now manipulate the Plane Tool to achieve the desired display effect (see **How To Use the Plane Tool** for details). Note that Auxiliary Clipping always uses the infinite extent of the plane specified by the Plane Tool – there is no way to restrict it to the rectangular bounds of the tool.

Each part has an attribute that controls whether it is clipped by the Auxiliary Clipping plane or not. To toggle this setting:

1. **Select the desired part (see How To Select Parts).**

2. **Select Part Mode in the Mode Selection area.**

3. **Click the Auxiliary Clipping toggle.**

(This attribute can also be toggled in the Feature Detail Editor dialog for the part. See **How to Set Attributes** for more information.)

SEE ALSO

How To Use the Plane Tool, **How To Set Z Clipping**.

User Manual: **Global Auxiliary Clipping**